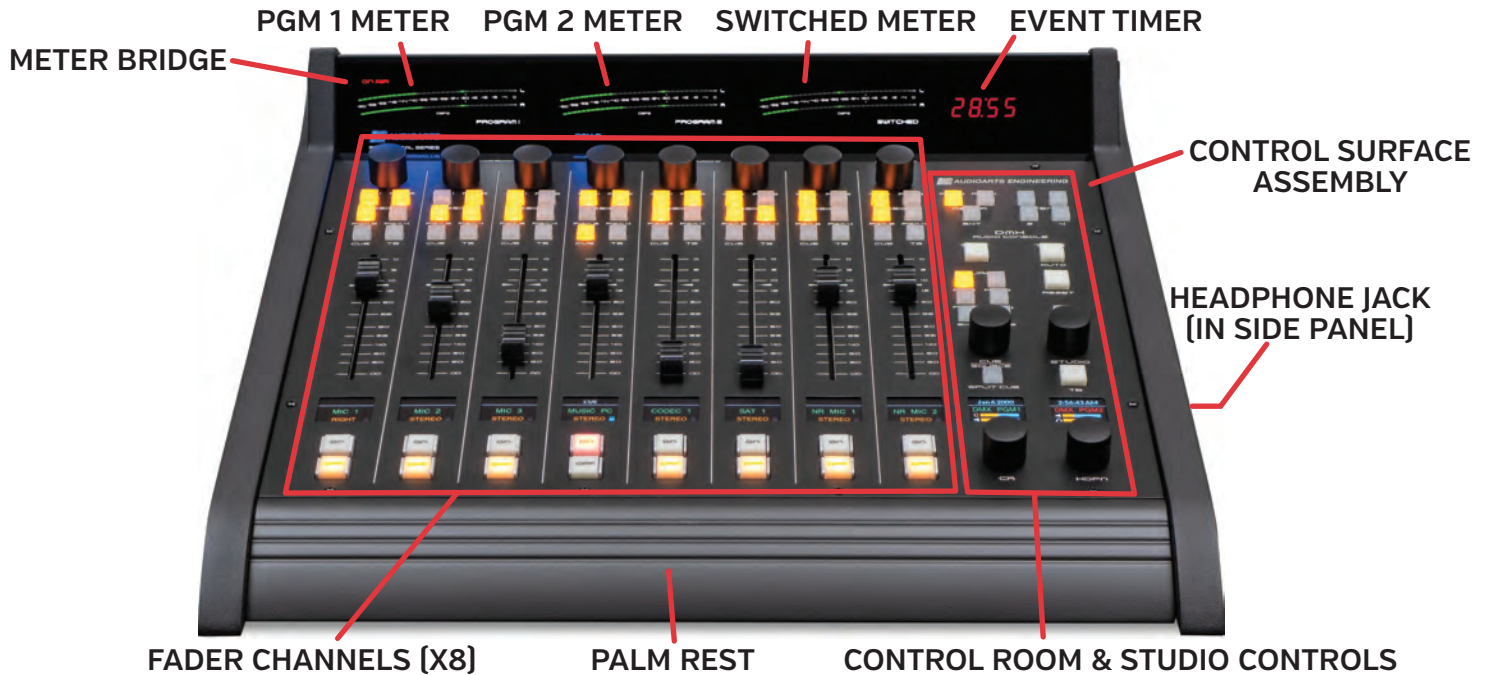


DMX NETWORKED BROADCAST CONSOLE

Quick Guide

DMX-8: 041394
DMX-16: 041395

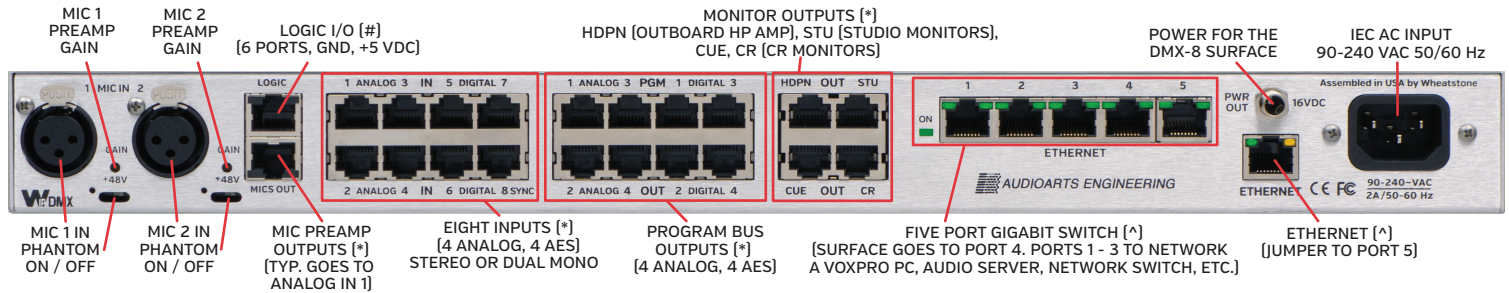
DMX-8 SURFACE PART IDENTIFICATION [DMX-16 HAS EIGHT ADDITIONAL FADER CHANNELS]



BOARD OPERATOR CONTROLS



MIX ENGINE REAR PANEL JACKS

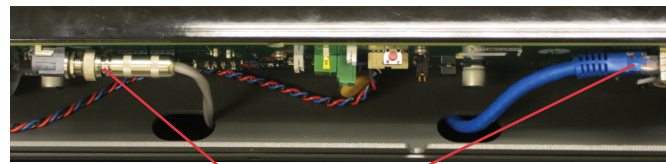


SURFACE & MIX ENGINE CONNECTIONS

Remove the upper rear cover from the Surface [#1 Phillips screws] to access the DC power and Ethernet connectors. After positioning the Surface on your countertop, mark and drill a small cable access hole for the DC and Ethernet cables.

On a DMX-8, the Mix Engine must be mounted so the supplied 16-foot DC cable can easily connect to the Surface. The DMX-16 Surface has a separate DC supply so the Mix Engine could be located up to 100 meters from the DMX-16 Surface. On a DMX-8, fasten the DC cable from the PWR OUT jack on the Mix Engine to the Surface's DC power jack. On a DMX-16, connect the captive DC power supply cable to the Surface's DC power jack. Connect a CAT6 cable [customer-supplied] from the Surface's Ethernet jack to PORT 4 on the Mix Engine's switch then replace the upper rear cover.

On the Mix Engine, install the supplied short CAT5 cable from the ETHERNET jack to PORT 5 on the Gigabit switch. Plug in the supplied IEC AC cord into the Mix Engine and connect it to an isolated ground AC outlet. It takes about two minutes for the Mix Engine and Surface to complete their power up process and be ready for use with their default configuration settings.



Surface DC Power & Ethernet Connections

CONNECTOR WIRING (EIA/TIA T568B wiring)

* STUDIOHUB+ WIRING	
RJ45 PIN (WIRE)	ANALOG / AES
1 (WHT/ORG)	Left + / AES +
2 (ORG)	Left - / AES -
3 (WHT/GRN)	Right + / NC
6 (GRN)	Right - / NC
4,5,7,8	No Connection

#	WNIP LOGIC WIRING	
	RJ45 PIN [WIRE]	SIGNAL
	1 [WHT/ORG]	GND
	2 [ORG]	Logic 1
	3 [WHT/GRN]	Logic 2
	4 [BLU]	Logic 3
	5 [WHT/BLU]	Logic 4
	6 [GRN]	Logic 5
	7 [WHT/BRN]	Logic 6
	8 [BRN]	+5 Volts

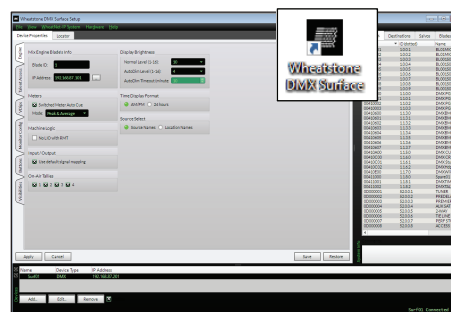
ETHERNET WIRING	
RJ45 PIN (WIRE)	SIGNAL
1 [WHT/ORG]	TRANSMIT+
2 [ORG]	TRANSMIT-
3 [WHT/GRN]	RECEIVE+
4 [BLU]	N/C
5 [WHT/BLU]	N/C
6 [GRN]	RECEIVE-
7 [WHT/BRN]	N/C
8 [BRN]	N/C

DMX SURFACE & MIX ENGINE CONFIGURATION

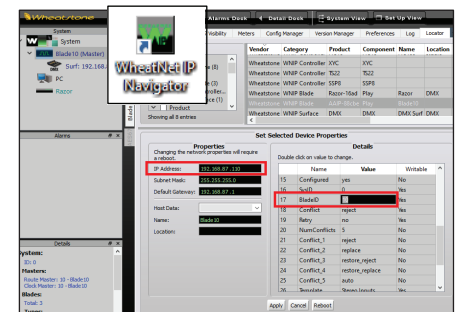
The DMX comes with a USB thumb drive with the **DMX Surface Setup and Navigator** app installer files. These apps are used to configure the DMX console and to manage its signal connections. Install them on a Windows 10 PC with at least 1 GB of RAM, a 1.8 GHz or faster CPU, and two NICs [one for remote access, the other to connect the PC to the WNIP network]. Set the NIC for the DMX to a fixed IP address [192.168.87.21 is recommended]. Use a straight-thru CAT5 or CAT6 cable [customer-supplied] to connect the PC to Port 1, 2, or 3 on the Mix Engine switch. DMX devices have these IP addresses assigned by the factory: 192.168.87.201 [DMX Surface], 192.168.87.101 [Mix Engine, Blade ID=1], 192.168.87.50 [Analog Razor], 192.168.87.60 [AES Razor], and 192.168.87.70 [Analog & AES Razor]. These should be changed from their default settings if you plan on adding additional equipment in the future. Using Navigator's *Locator tab*, first select the Mix Engine [Product: AAIP-88CBE] and then edit its default IP address in the Properties section and its Blade ID in the Details section, as shown below highlighted in red. Each WNIP device must have a unique IP address. Blades also require a unique Blade ID number. When done editing, click *Apply* then *Reboot*. When the Mix Engine again appears in the Locator tab, select the Surface [Name: DMXSurf]. In Properties, change the Host Data to the Mix Engine's new IP address using the drop down list. Set its IP address to be 100 above the Mix Engine [e.g. if the Mix Engine is .102, use .202 for the DMX Surface]. In the Details pane, edit the BladeID to the ID # assigned to the Mix Engine. Click *Apply* then *Reboot* to restart the Surface to use the new settings.

The **DMX Surface Setup** app is then used to configure the Surface for a specific application [on-air, production, newsroom, etc.] by setting various Surface options using the five page tabs on the Device Properties tab (the main view for the app, which is shown below, left). Surface options include “marrying” the Surface with a specific Mix Engine; setting which sources are visible on each channel source selector, setting various monitor attributes; and setting up VDips [virtual DIP switches] to add logic control abilities to any source signal.

Navigator is then used to edit the default signal names, set their format, and assign logic to system signals. For day-to-day use, **Navigator** is used to connect sources to destinations in various ways: using an XY Crosspoint grid, by creating and taking Salvos [useful for setting up shows, remotes, or dayparts], keeping track of system operations in the Log tab, uploading new code to the Mix Engine and Razor in the Version Manager tab, and perform other common system control and configuration functions. Details on using the **DMX Surface Setup** and **Navigator** apps are in the **DMX Installation Guide** and **User Manual**.



DMX Surface Setup Icon & Device Properties Tab



Navigator Icon & Locator Tab